MELBOURNE HOUSE PRESENTS

COMPUTER BOOKS & SOFTWARE

48K ZX Spectrum
The Hobbit
Melbourne House

VIC Innovative Computing
Clifford Ramshaw
The Ins and Outs of the
TIMEX TS1000 & ZX 81
Don Thomasson
Spectrum Machine Language for the Absolute Beginner
Edited by William Tang
Enter the DRAGON
Melbourne House
3D Monster Maze

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Nashville TN 37217

United Kingdom
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Bedfordshire, LU7 7NA.

Australia & New Zealand
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Suite 4, 75 Palmerston Crescent,
South Melbourne, Victoria 3205.

MELBOURNE HOUSE

Dear Computer User:

I am very pleased to be able to let you know of the books and software that Melbourne House has published for a wide range of microcomputers.

Our aim is to present the best possible books and software for most home computers. Our books present information that is suitable for the beginner computer user right through to the experienced computer programmer or hobbyist.

Our software aims to bring out the most possible from each computer. Each program has been written to be a state-of-the-art work. The result has been software that has been internationally acclaimed.

I would like to hear from you if you have any comments or suggestions about our books and software, or what you would like to see us publish.

If you have written something for your computer—a program, an article, or a book—then please send it to us. We will give you a prompt reply as to whether it is a work that we could publish.

I trust that you will enjoy our books and software.

Yours sincerely,

Alfred Milgrom

Alfred Milgrom
Publisher

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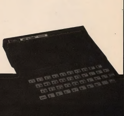
Printed in England by Commercial Colour Press, London E7.

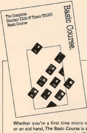
ZX81/TS1000 BOOKS & SOFTWARE



The Sinclair ZX81 was first released in the United Kingdom in 1981 by Sinclair Research and in 1982 the U.S. version of this computer was released in the United States by the Timex Corporation as the Timex TS1000.

These two computers are exactly alike except for the amount of RAM memory available in the unexpanded version: the ZX81 has 1K of RAM while the TS1000 has 2K of RAM.

All of our books and software in the following pages are equally suitable for the ZX81 or TS1000. In the case of cassettes, some require 16K memory expansion add-on — this is true for either ZX81 or TS1000.



THE COMPLETE BASIC COURSE MANUAL

Whether you're a first time micro computer user or an old hand, The Basic Course is an essential aid for anyone wishing to program the ZX81/TS1000. This book is a complete step by step guide to writing and running programs, and features test yourself exercises throughout to ensure your understanding is complete. As you become more proficient with computing the Complete Basic Course will continue to be an essential guide, giving you finger tip references, numerous advanced programming techniques and memory saving devices specifically for the Sinclair ZX81. Even if the idea of writing programs is completely mystifying to you, the Complete Basic Course will show you just how easy it is. In no time you will be able to write and enjoy complex programs for whatever you desire. Every concept, every function is fully described by simple programs that you can enter on your Sinclair ZX81 in minutes. The book also contains over 100 useful ready to enter programs.

SYNC magazine said: " If you have any interest in learning to program your ZX81, especially if you are new in computing, I would recommend this course highly."

Ring binder, 180 x 230mm
ISBN 0 86161 105 5

BASIC COURSE CASSETTES

Complete Sinclair
ZX81/Timex TS1000
Basic Course
- on cassette
Complete Sinclair
ZX81/Timex TS1000
Basic Course
- on cassette
cassette 2 of 2

An essential adjunct to the Basic Course for easier programming.

Cassette 1:
Bubble Sort
Numbers
Bar Chart
Teleport
Space Fighter
Ack-Ack
Escape from Death Star
Line Renumbering
Memory Left
Scramble

Cassette 2:
Character Generator
Marathon Runner
Cheque Book Balancing
Geometry Test
Hot Air Balloon
Galaxian
Space Rendezvous
Gomoku

These cassettes are for any Sinclair ZX81/Timex TS1000

NOT ONLY
30 PROGRAMS
FOR THE
SINCLAIR
ZX81...
1K

NOT ONLY 30 PROGRAMS

An exciting collection of programs written specifically to enable you to get the most out of your standard ZX81/TS1000.

With 30 programs to choose from, the fun and thrills are endless.

Test your skill with such favourites as Star Wars, Lunar Lander, Blackjack and Adventure. There's even a program that turns your ZX81/TS1000 into a Draughts challenger.

The book also has detailed explanation on how each program was written, plus many programming hints and tips which enable you to expand your knowledge as well as your pleasure.

ZX Computing said: "This book shows just how much can be crammed into Sinclair's tiny RAM chips!"

Book, paper, 135 x 210mm
ISBN 0 86161 102 0

MACHINE LANGUAGE
PROGRAMMING MADE
SIMPLE
FOR YOUR
SINCLAIR
& TIMEX
TS1000
ZX81ZX80ZX81Z

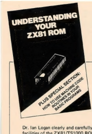
MACHINE LANGUAGE MADE SIMPLE

The ideal book for ZX81/TS1000 user who has mastered BASIC and now wants to develop further.

Written in a straightforward and friendly style with no bewildering computer jargon, this book will teach the necessary skills required to gain full use of the ZX81/TS1000's capabilities. Each Machine Language command is explained fully and exercises are used as effective learning aids.

Syntax Magazine's reviewer had this to say: "I wanted to review this book because I'm the person it was written for.
"I taught myself BASIC and can now do most of the things I want to with it. I felt that Machine Language would be a good addition to speed up some programs and improve display. The idea of Machine Language 'made simple' appealed to me.
"Each Machine Language command is explained with exercises as learning aids.
"It's best explanation of Machine Language for Machine Language beginners I've seen. Its friendly style is painless reading and simple analogies help make this language clear. This introduction is a must."

Book, paper 135 x 210mm
ISBN 0 86161 101 2


UNDERSTANDING YOUR ZX81 ROM
PLUS SPECIAL SECTION: HOW TO USE MACHINE CODE ROUTINES IN YOUR BASIC PROGRAMS

UNDERSTANDING YOUR ZX81 ROM

by
Dr. Ian Logan

Dr. Ian Logan clearly and carefully explains all the facilities of the ZX81/TS1000 ROM and how you can use it in your own programs.

The book includes a special section showing how you can squeeze more power into your ZX81/TS1000 with the use of machine language and machine language subroutines.

Packed with valuable information this book is essential for the serious programmer who really wants to unleash the ZX81/TS1000 completely.

SYNC magazine said:
"readers will recognise Dr. Logan as a major ZX80/81 expert whose writings are well worthwhile. Understanding Your ZX81 ROM is no exception. The book is written for a serious beginner who has a fairly good knowledge of Basic and wishes to take advantage of Z80 machine code execution speed. It supplements, but does not replace, the ZX81 manual which must be used as a reference."

Understanding Your ZX81 ROM "contains a tremendous amount of information and is well worth the cost. Understanding Your ZX81 ROM would be a valuable addition to most ZX80/81 libraries, and for the serious programmer it should be high on the list."

Book, paper 135 x 210mm
ISBN 0 86161 103 9

The Complete Timex TS1000/Sinclair ZX81 ROM Disassembly
Includes PART A 0000H-0F54H & PART B 0F55H-1DFFH
by Dr Ian Logan & Dr Frank O'Hara
ROM Disassembly

THE COMPLETE ROM DISASSEMBLY

by
Dr. Ian Logan &
Dr. Frank O'Hara

This book is for the experienced programmer who wants to get right into the heart of his ZX81/TS1000, its ROM control program.

Written by Dr. Ian Logan and Frank O'Hara who are recognised as two of the leading experts in Sinclair microcomputer technology today, each routine of the ZX81/TS1000 ROM is completely disassembled and its function fully explained. Written in an easy to follow format, great care has been taken by the authors to ensure the reader fully understands the ROM'S operation.

Part A covers all routines except the floating point calculator. Part B covers the functions of all the routines involved in the evaluation of expression as well as a detailed explanation of the floating point calculator.

Acclaimed by the French Personal Computing magazine L'Ordinator Individuel as a book that will allow anyone well versed in BASIC to throw themselves confidently into machine language programming, this book is a must for the serious ZX81/TS1000 programmer wishing to expand his programming abilities.

Book, paper 135 x 210mm
ISBN 0 86161 113 6

THE INS AND OUTS OF THE
TIMEX
TS1000
& ZX 81
DON THOMASSON
A HARDWARE MANUAL FOR TS1000 & ZX81

INS AND OUTS OF THE TIMEX

by
Don Thomasson

The Ins and Outs of the TS1000/ZX81 contains the complete circuit diagram of this amazing microcomputer, as well as a full discussion of the unorthodox methods which are used in making this microcomputer do what it does.

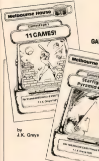
The most remarkable aspect of the TS1000/ZX81 is that it is essentially comprised only of a television modulator and four chips: a RAM chip, which is the memory available to the user, a ROM chip, which contains the inbuilt instructions of the computer, a Z80 chip, which is the central processor, and a ULA chip, which is a chip specially designed and built for Sinclair.

Just how these components are put together and what they do is revealed in this book by Don Thomasson.

The author also includes a number of practical projects to enable you to take full advantage of the systems hardware including expanding its memory capabilities.

The Ins and Outs of the TS1000/ZX81 is the only book to deal with the hardware aspects of the TS1000/ZX81, and a must for anyone interested in expanding their computer.

Book, paper 135 x 210mm
ISBN 0 86161 118 7


Melbourne House
Gamestape 1
11 GAMES!
For Standard Sinclair ZX81/T
© J. K. Greye 1981
Melbourne House
Gamestape 2
Starfighter •
Pyramid • Artist
For 16K Sinclair ZX81/Timex TS1000
© J. K. Greye 1981

GAMESTAPE NO 1
GAMESTAPE NO 2

by
J.K. Greye

GAMES TAPE 1

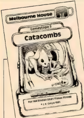
Eleven exciting games designed to push you and your standard ZX81/TS1000 to the limit.

All your arcade favourites are here, including Asteroids, UFO, Bomber and Crash Landing.

GAMES TAPE 2

Starfighter	— a gripping machine code space battle with fast arcade action, stunning graphics and terrifying explosions.
Pyramid	— make one wrong move and the whole Pyramid will collapse, in this mind stretching strategy game that requires all your skills and patience.
Artist	— expand your creative talents by using the screen as your sketchpad, then store all your masterpieces on tape.

Gamestape 1 cassette is for any Sinclair ZX81/Timex TS1000
Gamestape 2 cassette requires 16K memory
For copyright reasons these programs are not available for sale outside the U.S.A.



GAMESTAPE NO 3

by
J.K. Greye

Computer and Video games magazine described Catacombs as an addictive game that will keep you hooked for hours, days or perhaps forever.

This is the ultimate multi level adventure with unlimited scope, designed to test the skill of even the best player.

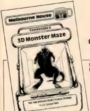
Each level of the Catacombs contains up to nine rooms and each one is connected to the others by dark and mysterious passage ways.

As you creep from room to room in your quest to discover the hidden treasure, beware because the Catacombs are haunted! Phantoms and monsters lurk in the shadows and around every corner there could be something evil walking to snare the unwary.

Once you master one level do not relax because as your search continues, each new level is completely different from the last and much more difficult.

Are you ready to go down to the Catacombs?

Cassette for:
Sinclair ZX81/Timex TS1000
Requires 16K memory
For copyright reasons this program is not available for sale outside the U.S.A.



GAMESTAPE NO 4

by
Malcolm Evans

Enter a terrifying journey through the endless corridors of the ultimate maze.

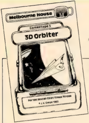
Your task of finding the exit is difficult enough, even worse, out there somewhere is a prehistoric monster with only one thing in mind – his next meal.

As you stumble from one dead end to another, you must fight to control your rising panic. Once confusion and fear overwhelm your senses, you will never leave the Monster Maze.

The fantastic 3D graphics of this game use all the capabilities of the ZX81/TS1000 to their maximum and makes your predicament seem frightfully real.

ZX Computing magazine said it all with this review: "If I had to choose just one program to impress an audience with the capabilities of the ZX81/TS1000, then 3D Monster Maze would be the one".

Cassette for:
Sinclair ZX81/Timex TS1000
Requires 16K memory
For copyright reasons this program is not available for sale outside the U.S.A.



GAMESTAPE NO 5

by
Malcolm Evans

Strapped into the cockpit of your orbiter, you are assigned to guard your home planet from marauding alien space craft. With the aid of stunning 3D graphics, you actually look out into space through your fighter's cockpit window.

As you manoeuvre through the upper atmosphere, the constantly changing panorama of neighbouring planets and distant stars is awe inspiring.

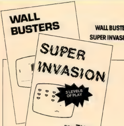
Suddenly, without warning, an enemy attack craft swoops down bent on your destruction. You stab your firing button and your cockpit is bathed in blinding light as the alien ship disintegrates — a lucky escape.

Almost immediately, another alien flighter plunges into the attack expanding at an amazing rate until every detail is in sharp focus. You both open fire simultaneously — only one craft will survive. Will it be yours?

3D Orbiter — a space adventure that takes you beyond anything you've experienced before.

Cassette for:
Sinclair ZX81/Timex TS1000
Requires 16K memory
For copyright reasons this program is not available for sale outside the U.S.A.

WALL BUSTERS
SUPER INVASION



WALL BUSTERS

As you break through the first barrier, you could think you've got this game beaten, but think again, because the real action is just beginning.

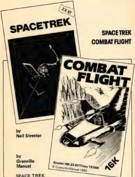
You'll need every ounce of skill to keep the wildly ricocheting ball on target, because every time you reach a new level, the ball gets faster.

SUPER INVASION

A battle formation of alien shocktroops advances on your ship in never ending waves. Each one you destroy is replaced with another even more ferocious, as they try desperately to overwhelm you.

Quick reflexes and rock steady nerves are essential to survive the Super Invasion.

These cassettes are for Standard Sinclair ZX81/Timex TS1000


ZX 81
SPACETREK
COMBAT FLIGHT
Sinclair 16K ZX 81/Timex TS1000
© Grenville Manuel 1982
16K

SPACE TREK
COMBAT FLIGHT

by
Neil Streeter

by
Grenville
Manuel

SPACE TREK

As commander of the starship Endeavour, you must seek out and destroy the dreaded Drakon fleet before they enslave the entire 64 sections of the Galaxy.

Good luck commander.

COMBAT FLIGHT

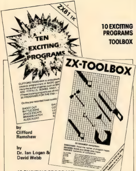
You are the commander of an attack fighter on patrol over dangerous mountain terrain.

Alien ships are hell-bent on your destruction and are ready to pounce.

Remember to watch those mountains and don't fly too high because either way, you'll never live to fly again.

These cassettes are for:
Sinclair ZX81/Timex TS1000
Requires 16K memory

10 EXCITING PROGRAMS
TOOLBOX


ZX81 1K
TEN EXCITING PROGRAMS
SHOOT OUT
BATTLE ZONE
SPACE ESCAPE
BRANDS HATCH
ALIEN ALERT
ZX-TOOLBOX

by
Clifford
Ramshaw

by
Dr. Ian Logan &
David Webb

10 EXCITING PROGRAMS

10 exciting games to turn your standard ZX81/TS1000 micro computer into an entire arcade of fun and thrills.

Also included are suggestions for upgrading these programs for ZX81/TS1000 users with additional memory.

TOOLBOX TAPE

Features three superb utility programs for any ZX81/TS1000 on one tape:

Directory – listens to your programs and tells you what's on them.

Record – save data on tape and read it back into the program later.

Toolkit – Enables you to achieve better graphics in your own programs.

These cassettes are for any
Sinclair ZX81/Timex TS1000

REVERSI
AN OTHELLO PLAYING PROGRAM

REVERSI

by
Dr. Ian Logan

Now your own standard ZX81/TS1000 becomes the ultimate opponent in Reversi, an exceptional game of strategy and logic.

Reversi is played by the rules of Othello, and the the entire 8 x 8 game board is displayed on the screen.

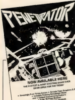
Reversi plays a demanding game forcing you to consider the consequences of each move very carefully and allows only legal moves.

You are offered the choice of starting positions and may move first or second. Once the game has commenced, Reversi will provide you with a challenge more difficult than you ever dreamed possible from the standard ZX81/TS1000.

If you demand a game that will push your strategic skill to its outer limits — look no further than Reversi.

This cassette is for Standard
Sinclair ZX81/Timex TS1000

TRS80
SOFTWARE



PENETRATOR

by
Philip Mitchell

You are the sole survivor of a fighter squadron whose mission is to penetrate four enemy defense rings, destroy their neutron bomb store and return safely to base – an almost impossible task.

You will need all your skill and cunning to continuously dodge the enemy, launch your missiles and drop your bombs. Only the best survive! Watch out for those radar bases – or the enemy will get too much information about your flight plans and you'll be finished.

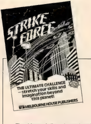
Featuring fast firing action, accurate bomb release, Penetrator gives you arcade style graphics and sound you didn't believe possible on your TRS80.

Each package actually contains hundreds of different games, due to the unique feature that allows you to change the conditions of the game at will. For example, you may make custom landscapes to suit your ability, and you can even remove difficult areas and add or subtract missiles and radar bases.

Another excellent feature is the training mode. This enables you to play the game continuously until you have honed your skills and are ready for the real thing.

80 Micro magazine called Penetrator 'The state of the art game' for the TRS80.

2-cassette pack for any
TRS80 Model I/III
Disc version requires
minimum 32K memory


STRIKE FORCE
THE ULTIMATE CHALLENGE —stretch your skills and imagination beyond this planet!
MELBOURNE HOUSE PUBLISHERS

STRIKE FORCE

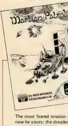
by
William Tang

The ultimate challenge in arcade action bent on destroying your concepts about game software! You'll need iron resolve and nerves of steel to go forth and defend a world of vulnerable cities under relentless alient attack.

You are a mighty warrier saviour of these cities. Armed with rapid fire missiles, long range radar and incendiary star shells, you'll need breathless speed to combat all the bombers, fighter escorts and missiles that are thrown into the attack. Your force field will give you temporary relief but watch out!

Skill, cunning, lightning fast response and a keen sense of strategy are not just important – they're imperative to your life and the lives of millions of city dwellers! Strike Force stretches your skills and imagination beyond this planet. It is undoubtely the fastest, most complex game you will ever see!

Cassette version for any
TRS80 Model I/III
Disc version requires
minimum 32K memory



MARTIAN PATROL

by
Rick Maurice

The most feared mission on the planet Mars can now be yours: the dreaded Martian Patrol, in this game of skill, challenge and unbelievable addiction!

As you cross the security perimeter and plunge deep into hostile landscape, you can't relax for a second.

The rugged martian terrain is riddled with craters and jagged outcrops which must be negotiated with extreme caution. You can jump the smaller obstacles but beware, the larger ones must be blasted away or your craft will be destroyed in a devastating collision!

Suddenly your sensors detect alient craft attacking – instant offensive action is needed before the alien scout craft mutate into their final killer incarnation and destroy you.

Do you have the skill to control your patrol craft while you combat this savage attack, or will the Martian Patrol claim yet another victim?

If you demand a space game that stretches your ability to its outer limits – then prepare for the mission only the toughest survive: the Martian Patrol.

Cassette version for any
TRS80 Model I/III
Disc version requires
minimum 32K memory

WILD WEST
by CLIFFORD RAMSHAW
TRS80 Model I/III

WILD WEST

by
Clifford Abrahams

So, you think the good guys always win?

Now you've got a chance to turn the tables in this exciting arcade adventure that lets you relive the hair-raising exploits of the West's most notorious outlaw — Jesse James.

You'll need to live up to Jesse's title of the fastest gun in the West to escape from the deadly Texas Rangers ambush.

Once you've broken out you'll have every lawman in Texas on your trail, chasing you from one hold up to the next.

As you become more daring, you try to rob a stolen payroll from a tribe of renegade Indians right in their own camp!

But, when you board the Mail Train, blow the safe and outgun the company guards, you'll really hit the headlines.

Now you attempt the big one. The Dodge City Bank Heist. Will you get away again? Or will the sheriff put you back in Boot Hill with all the other bad guys.

In this game, you'd better keep your finger on the trigger, and watch your back because, in the Wild West, every lawman and bounty hunter will be gunning for you!!

Cassette version for any
TRS80 Model I/III
Disc version requires
minimum 32K memory

GRAND PRIX
SPACE ATTACK

Grand Prix 80
by RICK MAURICE
TRS80 Model I/III
SPACE ATTACK
by CLIFFORD ABRAHAMS
TRS80 Model I/III

by
Rick Maurice

by
Clifford Abrahams

GRAND PRIX 80

Experience the thrills of driving in the fast lane behind the wheel of the most powerful vehicle yet devised, and race it in the ultimate test of driving skill — the Formula 1 Grand Prix.

Razor sharp reflexes are needed to reach the chequered flag, because in a Grand Prix, only one car finishes first. Will it be you?

SPACE ATTACK

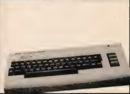
In a devastating combination of your favourite space games, Cybord, the feared alien warlord unleashes a massive attack on your city with only one objective: Total destruction.

You must draw on all your reserves and skill to repulse this savage onslaught.

Are you ready to face the ultimate challenge of space game skill? You might not be so sure once the space attack begins!

Cassette version for any
TRS80 Model I/III
Disc version requires
minimum 32K memory

VIC
BOOK & SOFTWARE



VIC
INNOVATIVE
COMPUTING
Clifford Ramshaw

VIC INNOVATIVE COMPUTING

by
Clifford Ramshaw

Written with great skill and imagination by Clifford Ramshaw, who is recognised as one of the most creative computer game programmers today, this book contains 30 exciting progams that will open a new dimension in using your standard VIC 20.

VIC Innovating Computing features exciting arcade action favourites like Nuclear Attack, Hoppy and Space Flight to sports games such as Grand Prix, Squash and Golf. Also included are mind bending strategy games designed to keep you occupied for hours. Vic Innovative Computing contains a complete listing of all these games printed in an easy to understand format.

Critics have been very impressed with Vic Innovative Computing – this is only part of Commodore Computing's excellent review:

"Any book which uses colour inside as well as a glossy front cover, scores an immediate advantage over any of its competitors". "The listings work and that is the great point in their favour". "Some of the games will keep you quite happily occupied for hours".

Book, paper, 135 x 210mm
Includes 8 colour pages
ISBN 0 86161 108 X

VIC
INNOVATIVE CASSETTE 1
VIC
INNOVATIVE CASSETTE 2
VIC
INNOVATIVE CASSETTE 3

VIC INNOVATIVE COMPUTING CASSETTES

by
Clifford Ramshaw

Each cassette contains seven pre programmed arcade action games from the master programmer, Clifford Ramshaw, and is designed to give you the best your VIC 20 has to offer.

Cassette 1 – Bomber, Dumper, Nuclear Attack, Ganymede, Space Flight, Battle Ship, Crossbow.

Cassette 2 – Alien Overun, Rat Trap, Grand Prix, Warlock, Bomber Attack, Hangman, Seige.

Cassette 3 – Hoppy, Save the Shuttle, Invasion, Dragons Lair, Dungeon, Blackjack, Squash.

These cassettes are for
Standard VIC 20

WIZARD & PRINCESS
VIC GAMES PACK

Melbourne House
software for the standard
VIC 20
The Wizard
& the Pr
A MULTI-PART ADVENTURE
Melbourne House
software for the standard
VIC 20
GAMES PACK
5 GREAT GAMES!

by
Clifford
Ramshaw

VIC GAMES PACK

Turn your VIC 20 into an entire arcade of fast action space games.

Alien Blitz*: Storm: Invaders*:
Ground Attack: Space Rocks*:

Games marked with * contain machine code. The Games Pack represents unbeatable value for your standard VIC 20!

WIZARD AND THE PRINCESS

Rescue a beautiful princess from the grasp of an evil Wizard in this multi part medieval graphics adventure.

To succeed you must storm the wizard's castle, slay fire breathing dragons and engage in deadly combat with evil trolls and monsters.

A challenge only the stout-hearted will survive.

These cassettes are for
Standard VIC 20

DRAGON
BOOK & SOFTWARE

Enter the
DRAGON

ENTER THE DRAGON

by
Colin Carter

A fresh and highly creative collection of ready made programs designed specifically for the Dragon 32 micro. Created by the sharpest minds in micro software today, this book will teach you how to maximise the entire range of your Dragons impressive capabilities.

Using easy to follow Programmed Listings, this book turns your Dragon 32 into a complete arcade of fast action space and adventure games. All your favourites are there including Lunar Lander, Dragon Invaders and Meteor Storm, plus there's an entire collection of fresh and exciting new games such as 3-D Treasure Hunt and Flight Simulator.

Each program fully extends the excellent colour resolution of the Dragon to its maximum and the action is faster than you ever thought possible.

Your overall knowledge of computer operation will be expanded too. Each program features an in depth explanation of how and why it runs and illustrations of screen displays back up the text to ensure you understand exactly what will be achieved.

The book even includes many programming tips and hints usually reserved only for the experts.

So, whether you are a first time computer user or an old hand if you want to make your Dragon really perform, and feel the satisfaction of doing it yourself, this is the book that will show you how.

Enter the Dragon: it will teach you how to make your Dragon roar!!

Book, paper, 135 x 210mm
ISN 0 86161 114 4

ENTER THE DRAGON
- SUPER CASSETTE A
- SUPER CASSETTE B

Enter the DRAGON
SUPER CASSETTE A
15 Great
Enter the DRAGON
SUPER CASSETTE B
14 Great Programs for Your Dragon 32

ENTER THE DRAGON CASSETTE A

A collection of 15 arcade action favourites from the Enter the Dragon book, containing 3D Treasure Hunt, Guess, Blackjack, Simultaneous Equations, Lunar Lander, Space Pursuit, Bomber, Chopper, Pinball, Car Race, Ten-Pin Bowling, Flight Simulator, Draw, Dragon Clock, Chess.

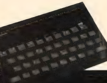
ENTER THE DRAGON CASSETTE B

By demand, another 14 popular arcade game programs from Enter the Dragon.

This cassette contains React, Number Scrunch, Leapfrog, Simulation, Jackpot, Bubble Sort, Dragon Invaders, Race Driver, Alien Blitz, Eliminator, Meteor Storm, Talking Dragon, Draughts, Adventure.

These cassettes are for
Dragon 32

SPECTRUM
BOOKS & SOFTWARE



The Sinclair Spectrum was released in 1982 by Sinclair Research in the United Kingdom.

A version of this computer will be released in the U.S.A. by the Timex Corporation in 1983 as the Timex TS2000.

Substantial changes are being made by the Timex Corporation to the Spectrum and the TS2000 will be a different computer —changes are being made to the ROM and the hardware design.

This means that the following books and software are **not** suitable for the TS2000. Melbourne House will be releasing TS2000 editions of all these books and software shortly.

OVER THE SPECTRUM
PLUS COLOUR PAGES
Edited by Philip Williams

OVER THE SPECTRUM

by
Philip Williams

Chosen by Personal Computer World as the clear winner in the Spectrum software stakes! Over the Spectrum is the book where your dreams really do come true!
Featuring a full listing of over 30 programs, this book will show you how to use your Spectrum's complete facilities to their maximum.

From exciting arcade favourites like Freeway Frog, Meteor Storm, Eliminator and Spectrum Invaders to strategy games like Chess and Adventure, Over the Spectrum will have you eager to turn the page and discover more.

And that's not all – Utilities, Business Programs, Educational Programs, plus programming tips, hints on extending the graphic capabilities are all included making this the definitive book for every Spectrum user.
Over the Spectrum is "not a teach-yourself-programming guide, it is a collection of programs:
"The listings are not trivial, and the result is well worth the effort. The book is liberally illustrated in colour showing screen displays for almost all the programs so you know what you are trying to achieve at the outset.
"Take a bow gents, and give us more." Personal Computer World.

Book, paper, 135 x 210mm
Includes 8 colour pages
ISBN 0 86161 109 8

SPECTRUM MACHINE LANGUAGE FOR THE ABSOLUTE BEGINNER
Edited by William Tang

SPECTRUM MACHINE LANGUAGE FOR THE ABSOLUTE BEGINNER

by
William Tang

If you are frustrated by the limitations of Basic and want to write faster, more powerful space saving programs or subroutines, then Spectrum Machine Language for the absolute beginner is the book for you.

Even with no previous experience of computer languages you will be able to discover the ease and power of the Spectrum's own language. Each chapter is written in a 'no jargon' straightforward approach and includes specific examples of machine language applications that can be demonstrated and used on your Spectrum.

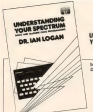
A self test questionnaire is also included to ensure your learning process is complete.

At the end of the book, all this is brought together into an entire machine language program — from design right through to the complete listing of an exciting, original arcade game.

This is the book that has proven itself to be the best selling Spectrum book in the UK.

The Spectrum Machine Language Cassette contains all the major programs from the book including the entire machine code program for Freeway Frog.

Book, paper, 135 x 210mm Cassette is for any Spectrum
ISBN 0 86161 110 1


UNDERSTANDING YOUR SPECTRUM
BASIC AND MACHINE CODE PROGRAMMING
DR. IAN LOGAN

UNDERSTANDING YOUR SPECTRUM

by
Dr. Ian Logan

A complete overview of the remarkable Spectrum for both BASIC and machine language programming by the distinguished Dr. Ian Logan.

In the author's own words this book has three distinct aims: to explain in simple terms how the Spectrum works, to teach Z80 machine code from the first principles and to give details of monitor entry points so that efficient programs can be written. All these objectives are fully achieved.

Also included is a special section on how the ROM system actually operates. This section gives an excellent insight into the Spectrum and provides the reader valuable information on how to use the ROM for your own programs.

This book has been received brilliantly by thousands of Spectrum owners, such as the following unsolicited reader's comments: "I regard this book not only as the most outstanding on the Spectrum, but the best publication on computer programming that I have come across anywhere."

Understanding Your Spectrum is an invaluable guide for programmers requiring a fuller understanding of how the Spectrum operates by one of the world's leading authorities on the Sinclair microcomputers.

Book, paper 135 x 210mm
ISBN 0 86161 111 X

The Complete
SPECTRUM
ROM
DISASSEMBLY
Dr Ian Logan & Dr Frank O'Hara

THE COMPLETE SPECTRUM ROM DISASSEMBLY

by
Dr. Ian Logan &
Dr. Frank O'Hara

This is the book for the serious programmer who wants to get right to the heart of the Spectrum system: its 16K ROM control program.

The 16K monitor program of the Spectrum is a complex Z80 machine code program. Its overall structure is very clear in that it is divided into three major parts:

a. Input/Output routines.
b. BASIC interpreter.
c. Expression handling.

In this book, Dr. Ian Logan and Dr. Frank O'Hara examine this operating system and explain exactly what it is that makes the Spectrum operate in the way that it does. Every routine in the ROM has been disassembled and has full comments on what its function is and how it relates to the other functions in the ROM. Each aspect of the Spectrum operation is discussed in detail.

If you are serious about machine language programming on the Spectrum, then you must have this book.

Book, paper, 135 x 210mm
ISBN 0 86161 116 0

SPECTRUM
Hardware
MANUAL
ADRIAN DICKENS

SPECTRUM HARDWARE MANUAL

by
Adrian Dickens

The Sinclair Spectrum has revolutionised the world of microcomputers with its ability to offer a very sophisticated colour computer at a price that would have been unthinkable just a couple of years ago.

Now Adrian Dickens explains exactly what is inside the Spectrum, and how it works.

Full circuit diagrams and a detailed explanation of each component make it easy to understand the hardware side of this remarkable microcomputer.

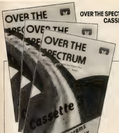
Many features not revealed in the Sinclair Manual are discussed here: how to adjust the colours for your own TV set, how to amplify the sound of the internal loudspeaker, and much more.

Practical hardware projects include how to connect a full size keyboard, connecting the Spectrum to the outside world, and how to build your own joysticks for use with the Spectrum.

The Spectrum Hardware Manual is a book that will be an essential companion to anyone wishing to discover how the Spectrum operates or wishing to expand its potential.

Book, paper, 135 x 210mm
ISBN 0 86161 115 2

OVER THE SPECTRUM CASSETTES



Each cassette contains programs from Over The Spectrum book, and is designed to give you the best your Spectrum has to offer.

Cassette 1 – Fruit Machine, 3-D Mazeman, Bubble Sort, Simultaneous Equations, Geometry Test, Kings and Queens, Space Escape, Lunar Lander, Alien Blitz and Chess.

Cassette 2 – Asteroids in Space, Spectrum Clock, High Resolution Graphics, Line Renumbering, Block Line Delete, Machine Code Monitor, Eliminator, User Defined Graphics for Freeway Frog, Freeway Frog and Adventure.

Cassette 3 – Leapfrog, Number Reversal, Blackjack, Payroll, Sales Analysis, Possessions Evaluation, Spectrum Invaders, Meteor Storm and Draughts.

These cassettes are for any Spectrum

48K ZX Spectrum
The Hobbit
MELBOURNE HOUSE

THE HOBBIT

by
Veronika Megler &
Philip Mitchel

Visit JRR Tolkien's Middle Earth with The Hobbit, the most amazing adventure yet devised for any microcomputer.

Based on the fantasy land described in Tolkien's classic masterpiece, you assume the role of Bilbo, The Hobbit. It is you alone who can and must overcome all the dangers that overtake you in your attempt to steal the Dragons treasure.

You will meet all your favourite characters including Gandalf, Thorin and Elrond. Amazingly, they each have their own independent lives, can make their own decisions and act on them. And they not only react to what you do but to every other character in the adventure too!

Because of this unique feature, each time you play The Hobbit, events proceed in a slightly different way and the further you journey into Tolkiens middle earth the more unique each visit will become.

In the Hobbit you instruct your Spectrum in ordinary English. Not only that, but you can actually talk to the other characters, answer questions they ask you and more importantly, you can even suggest to them what you would like them to do!

Special pack includes:
cassette for 48K Spectrum,
16 page booklet and
copy of JRR Tolkien's
"The Hobbit"

But remember, because they all have their own personalities, they may not necessarily agree with you. You may ask Elrond to read the map, and if he's in the mood he will, but if he isn't, forget it!

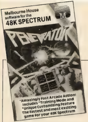
The Hobbit is like no other program! "Characters can wander in and out of the program at their own free will and it nearly drove us mad" commented Philip Mitchell one of the authors involved in the writing of 'The Hobbit'.

The Hobbit program follows Tolkien's original plot very closely and so a copy of his novel is included with the game to further add to your enjoyment.

This revolutionary super program brings to life one of the most exciting mystical fantasies ever written and is a milestone in microcomputer software:

"The Hobbit is far superior to any other adventure game available for the Spectrum' – Your Computer.
"A lot of fun" – Computing Today.
"A charming adventure requiring considerable time to complete" – Computer & Video Games.
"One new adventure game stands head and shoulders above the rest. It alone almost provides you with a good enough reason to buy a 48K Sinclair Spectrum. Not only does The Hobbit produce drawings of the main scenes, but it also understands proper sentences, rather than pairs of words, for its commands. The Hobbit is a very impressive piece of software and is well worth its price" – What Micro.

For copyright reasons, this program is not available for sale in the USA.


Melbourne House
software for the
48K SPECTRUM
PENETRATOR
*Amazingly Fast Arcade Action!
Includes *Training Mode and
*Unique Customizing Feature
The Fastest and most exciting
game for your 48K Spectrum

PENETRATOR

by
Philip Mitchell

Superb graphics, rapid fire action and continuous sound effects combine to make Penetrator the 'state of the art' arcade game for your 48K Spectrum.

As the sole survivor of a fighter squadron, your mission is to penetrate enemy defences, destroy their neutron bomb store and return safely to base – a task almost impossible even for the toughest player.

Penetrator's unique customizing feature means each time you play can become a totally different challenge. You can alter the landscape to suit your own ability and you can even remove difficult areas and add or subtract enemy missiles and radar bases!

Another excellent feature is Penetrator's training mode, that enables you to keep honing your skills until you're ready to face the real thing.

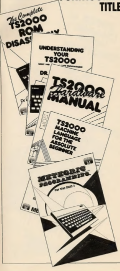
Penetrator is the No. 1 Spectrum arcade game for 1983, as shown in the Popular Computing Weekly bestseller list.

"Penetrator is my pick . . . it succeeds in being immensely playable, yet very difficult and horribly addictive." – Computer & Video Games.

"The best game ever for the Spectrum" – ZX Spectrum Users Club, Kingston.

This cassette is for
Spectrum with 48K memory

WATCH OUT FOR THESE FORTHCOMING TITLES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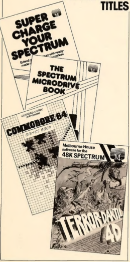
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All our TRS80 software is available in the UK from John Harding (Molimerx) Ltd. Molimerx can be contacted on 0424-220391. FOR ORDERS OUTSIDE THE UK please contact Melbourne House for prices.

MELBOURNE HOUSE PUBLISHERS

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